TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3®

SUBSISTENCE

MATURE 17+

M

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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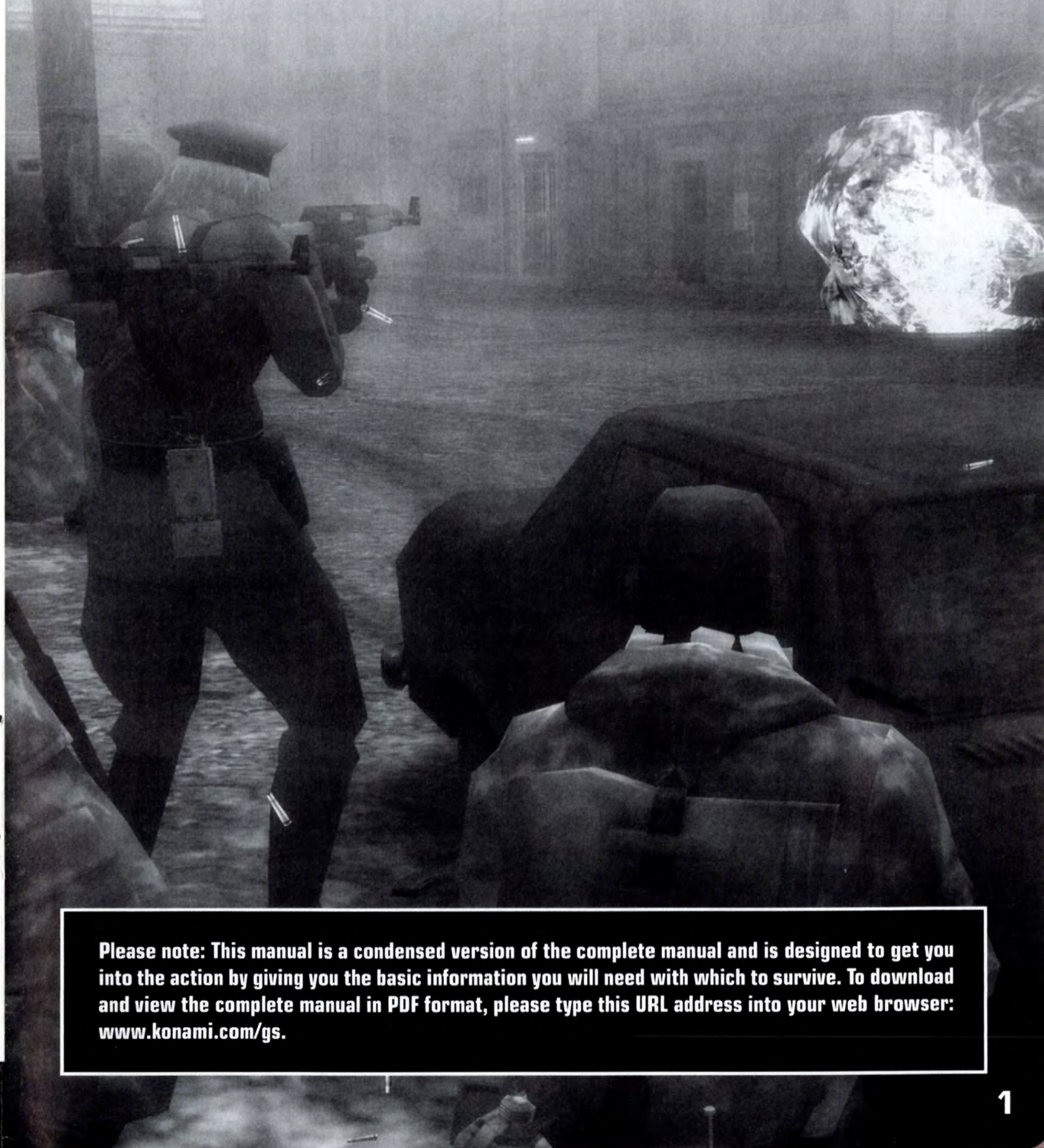
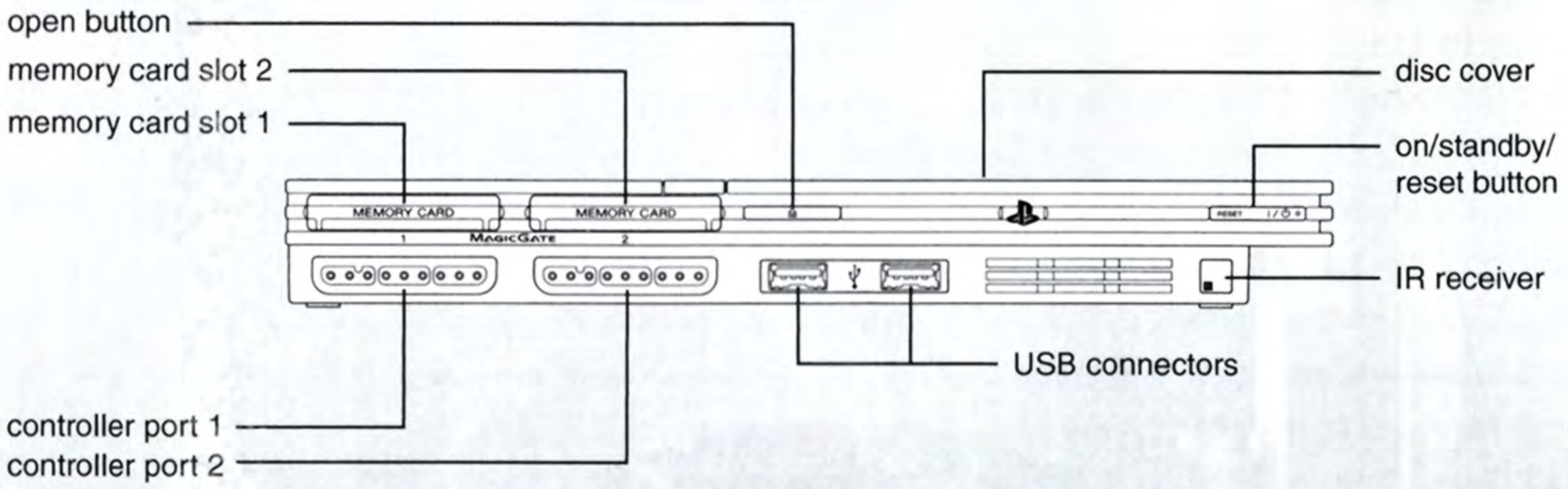


Please note: This manual is a condensed version of the complete manual and is designed to get you into the action by giving you the basic information you will need with which to survive. To download and view the complete manual in PDF format, please type this URL address into your web browser: www.konami.com/gs.



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Metal Gear Solid® 3 Subsistence™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Before playing online, a valid network configuration must be saved to the memory card (8MB)(for PlayStation®2) using either the Network Adaptor Start-up Disc or the Metal Gear Solid® 3 Subsistence™ Network Configuration Utility.

NETWORK ADAPTOR (ETHERNET MODEM) (FOR PLAYSTATION®2)

In order to play **Metal Gear Solid® 3 Subsistence™** Online, you must have installed a Network Adaptor (Ethernet Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet Modem) (for PlayStation®2) according to the instructions included in its packaging.

Caution: Unplug the power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

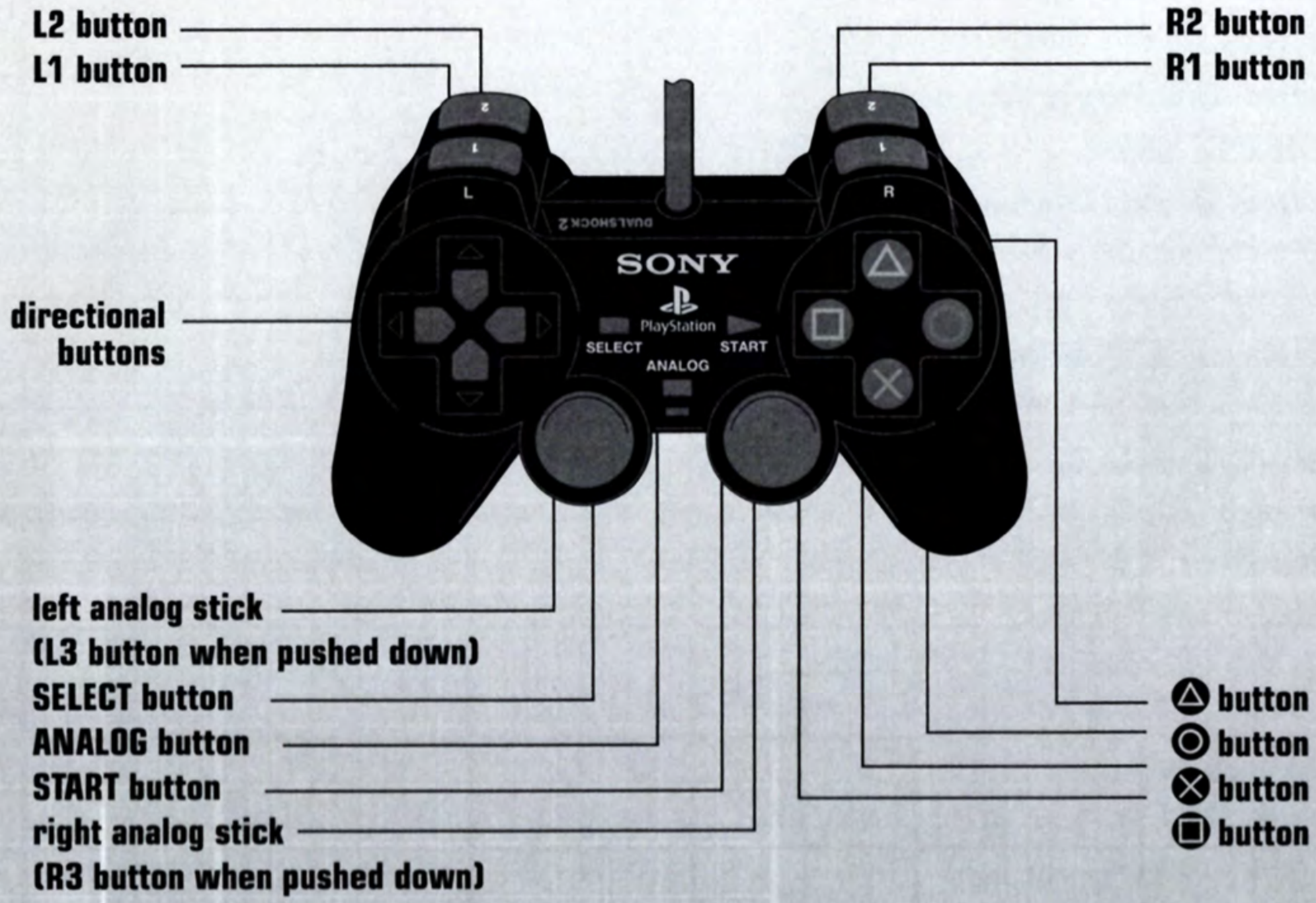
Metal Gear Solid® 3 Subsistence™ must be played over a broadband Internet connection (DSL, cable modem, or other high speed connections).

PSP™ SYSTEM CONNECTIVITY

METAL GEAR ACID® 2 LINK: You can link up with **Metal Gear Acid® 2** for PSP™ (PlayStation® Portable) system to acquire special items.

***Note**: a USB cable with a Mini B type connector is required to connect the PSP™ system to a PlayStation®2 console.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

left analog stick or directional buttons ↑ / ↓	Navigate menu/Highlight menu item
◎ button	Select highlighted menu item
left analog stick or directional buttons ↑ / ↓	Adjust / Cycle menu item
✕ button	Previous screen/Return to Main Menu

SNEAKING CONTROLS

Directional buttons ↑ / ↓ / ← / →
Third Person / Normal View: Move in; Stalking mode
First Person View: Look around

left analog stick
Third Person / Normal View: Move around
First Person View: Look around

[L3] button (when pushed)
When grabbing an enemy: Interrogate enemy

[SELECT] button
Enter Radio Mode

[START] button
Enter the Survival Viewer

L1 button--Aim button
When holding a weapon: lock in the direction the weapon is pointed
Third Person View: Reset camera
First Person View: Shoulder aim

L2 button--Item Window button
Third Person / Normal View: Select, equip and unequip items
Corner / First Person View: View, Peek

R1 button--First Person View button
Change Snake's View

R2 button--Weapon Window button
Third Person / Normal View: Select, equip and unequip items
Corner / First Person View: View, Peek

L2 button and R2 button simultaneously
Third Person / Normal View: Stand on tiptoes while in First Person View

▣ button--Weapon button
Use the currently equipped weapon. When equipped with a knife, press to slash,press firmly to stab, press repeatedly to execute a combo attack

◉ button
Punch button / CQC button / Enter button
Punch, use CQC, knock on walls (when pressed against a wall)

△ button--Action button
Climb trees, Open lockers, go up / down ladders, climb onto platforms, hang, etc.

⊗ button--Crawl button / Cancel button
Switch between standing, crouching and crawling

right analog stick
Third Person View: Rotate, pan and tilt camera
Normal View: Change camera angle

[R3] button (when pushed)
Switch between Third Person and Normal View

DISC 1: SUBSISTENCE - STARTING THE GAME

Disc 1 features an enhanced version of **Metal Gear Solid® 3 Snake Eater™**, which includes a new Third Person Camera Mode that gives you control over the viewing camera.

STARTING THE GAME
At the Title Screen, press the **[START]** button to bring up the Title Menu. Move the left analog stick or directional buttons up and down to highlight menu items and press the ◉ button to confirm your choice.

NEW GAME: Start a new game from the beginning. Select this option when playing the game for the first time. After selecting "NEW GAME," a questionnaire will appear. Choose the corresponding response for each question. Once the questionnaire is complete, a list of available difficulty levels will be displayed.

VERY EASY: For beginners.
EASY: For non-action experts.
NORMAL: Standard difficulty level.
HARD: For confident players.
EXTREME: For action game experts.
EUROPEAN EXTREME: Game ends when being seen by the enemy.

DISC 1: SUBSISTENCE - STARTING THE GAME

LOAD GAME: Choosing "LOAD GAME" from the Title Menu will bring up the Data Select Screen. Select a data file to continue the game from the Continue Point at which the game was last saved.

GAME OVER / SAVE

Game Over (Time Paradox): When Snake's LIFE Gauge reaches zero, the game is over. Other conditions may also result in a Game Over, such as the death of certain characters, a partner's life gauge reaching zero, or Snake falling into an enemy trap. After the game ends, the Continue Select Screen will appear.

CONTINUE

Continue the game form the last Continue Point* reached before Game Over. The game can be continued an unlimited number of times.

***Note**: The term "Continue Point" refers to key points in the progress of the game, such as transitions between areas, just before boss battles, and before and after major events.

EXIT

Return to the Title Screen. Note that the game will not be saved.

Save: Saving the game before quitting will allow you to continue the game from where it left off. The game can be saved by contacting Para-Medic via radio.

Para-Medic (Save) — Frequency 140.96

Saving the game records Snake's status at the last Continue Point reached. To continue the game from where it was saved, select "LOAD GAME" from the Main Menu Screen. At least 90KB of free space is needed to save game data.

BRIEFING FILES: View a briefing that gives an overview of the current mission.

OPTIONS: Change various game settings.

SCREEN LAYOUT

LIFE Gauge: If the LIFE Gauge drops to zero, then the game is over.

Equipped Item: Displays the currently equipped item. This is not displayed if nothing is equipped.

Stamina Gauge: The Stamina Gauge level affects Snake's status and how quickly LIFE recovers.

Equipped Weapon: Displays the currently equipped weapon. This is not displayed if nothing is equipped.

LIFE GAUGE

When Snake's LIFE is reduced by enemy attacks, hide and wait for it to recover naturally, save the game and take a break, or take some LIFE medicine.

Recovery: Snake's LIFE will recover naturally over time. However, the speed at which it recovers depends on how full the Stamina Gauge is. The higher Snake's stamina, the faster his LIFE will recover. LIFE will also recover more quickly when Snake is in a crouching or prone position.

Wounds: If Snake falls from a high place or is hit by a powerful attack, he will be wounded. When Snake is wounded, a red meter will be displayed in the LIFE Gauge. Select "CURE" from the Survival Viewer to treat the wounds.

Poison/Disease: During the mission, Snake may be poisoned or become sick. Leaving poison untreated will cause the LIFE Gauge to decrease, while leaving colds or leeches untreated will drain the Stamina Gauge. Select "CURE" from the Survival Viewer to treat these conditions.

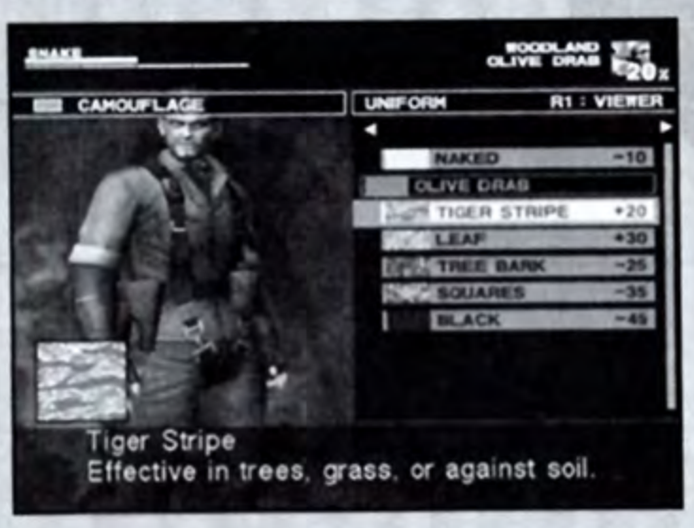
Rest: Saving the game and quitting for a while will give Snake a chance to get some rest. LIFE, wounds, and disease will all recover over time until the game is loaded again.

STAMINA

A low Stamina Gauge produces a variety of negative effects on Snake's performance. These negative effects can include a slow LIFE recovery rate, trembling hands when trying to fire a weapon, and lessened grip and oxygen capabilities. Keep an eye on the Stamina Gauge. If it starts to get low, eat some food to replenish it.

Eating: In order to replenish his Stamina Gauge, Snake must eat. His food consists of the plants and animals he finds in the jungle as well as rations he acquires as items. To eat some food, select "FOOD" from the Survival Viewer.

CAMOUFLAGE



Wearing camouflage allows Snake to blend in with his surroundings and avoid detection by the enemy. Use the "CAMOUFLAGE" option in the Survival Viewer to choose camouflage that matches the background of the operating environment, thus achieving a low profile. There are two types of camouflage, "UNIFORM" and "FACE." Be sure to use both types and choose the right camouflage pattern for each situation.

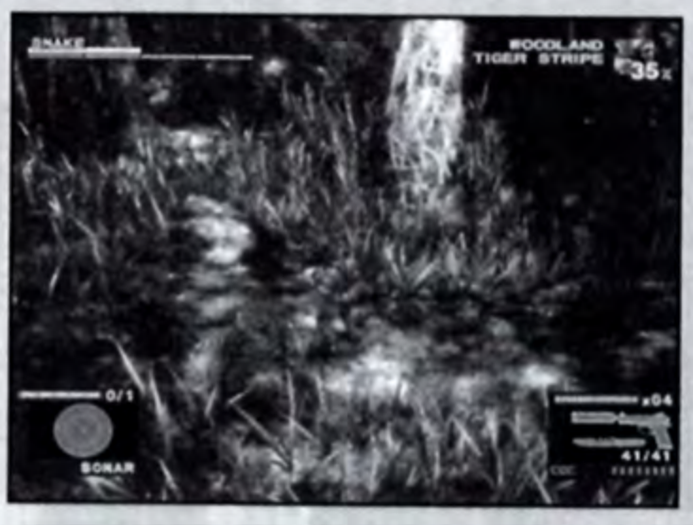
The Camo Index: The Camo Index, located in the upper right corner of the screen, shows how well Snake blends in with his surroundings. The higher the Camo Index, the more effective Snake's camouflage is, and the harder it is for the enemy to spot him. No matter how effective Snake's camouflage is, the Camo Index drops sharply when he moves around. The Camo Index's level also changes depending on whether Snake is standing, crouching, or lying down.

CAMERA VIEWS

There are multiple camera views as well as a new camera mode in **Metal Gear Solid® 3 Subsistence™**. The use of different views in different situations adds to the suspense of Snake's sneaking mission. Learn the ins and outs of each camera view and use them to your advantage.

THIRD PERSON VIEW

New to **Metal Gear Solid® 3 Subsistence™** is the addition of a Third Person Camera Mode. In addition to the traditional Metal Gear Solid overhead "Normal" view, there is now an extra option to switch the perspective to behind Snake's back and completely control the camera using the right analog stick. You can set the Camera Mode to "Third Person" View via the Options menu, or press down on the **[R3]** button during gameplay to toggle it between Third Person and Normal Modes. Once in Third Person view, move the right analog stick to rotate, pan and tilt the camera. To reset the camera behind Snake's back, press the R1 button.



NORMAL VIEW

If you prefer to play in the traditional Metal Gear View, set the Camera Mode to "NORMAL" in the Options menu or press down on the **[R3]** button during gameplay to toggle it between Third Person and Normal Modes.

CORNER VIEW

Used when hiding and surveying the surrounding area. Pressing and holding the left analog stick (or directional button) towards a tree or wall causes Snake to press himself against that surface. The camera angle changes, allowing Snake to see behind obstacles. The camera can be pointed in different directions using the right analog stick. Press the L1 button or R1 button in this state to peek left or right and get a closer look at the situation. Be careful though – the enemy may spot Snake as he peeks out from around the corner.

FIRST PERSON VIEW

When in Normal or Third Person View, press and hold the R1 button to switch the camera view to Snake's perspective. The controls for First Person View are as follows:
Use the left analog stick (or directional buttons) to change the direction Snake is looking.
Press the L2 or R2 button to shift one step to the left or right.
Press the L2 and R2 buttons at the same time to stand on tiptoes. Standing on tiptoes is possible even in Intrusion View.
Snake cannot move around while in First Person View, but you can make him use the currently equipped weapon by pressing the ■ button. First Person attacks are effective when aiming for the enemy's vital spots and other precision targets.

INTRUSION VIEW

When Snake crawls on his belly into a narrow space or a thicket of grass, the camera view will automatically switch to Snake's perspective. Use the left analog stick to move around as normal, and use the directional buttons to move without turning. To survey the surrounding area, press and hold the R1 button and use the left analog stick to move the camera around.

BASIC CONTROLS

These controls will get you familiar with Snake's basic abilities.

Movement (Running / Walking): Move in the direction the left analog stick is pressed. Press the left analog stick lightly to walk, and firmly to run.

Movement (Stalking): Use the directional buttons to move around by stalking. By stalking, Snake moves with extra caution. This reduces his movement speed and uses stamina, but eliminates footstep noise.

Crouching / Lying: Assuming a crouching or lying position allows Snake to hide from enemies behind low-lying obstacles. Press the left analog stick from a crouching or lying position to move by crawling. Crawling allows Snake to squeeze into narrow spaces, such as holes and under tables. The crouching and lying controls are as follows:

Tap the ⊗ button quickly to crouch. Tap the ⊗ button a second time to stand back up.

Press and hold the ⊗ button to go straight into a prone position. Press and hold the ⊗ button a second time to stand back up.

Press and hold the ⊗ button to go straight into a prone position. Tap the ⊗ button a second time to go into a crouch.

Rolling: While running, press the ⊗ button to execute a rolling maneuver. Rolling allows Snake to jump over pits, clear waist-high obstacles, and move quickly from one hiding place to another. Enemy soldiers can also be knocked over by executing a roll into them. By keeping the ⊗ button pressed during a roll, Snake can go directly into a lying position after he finishes the roll.

Hanging: Face a tree branch or railing and press the △ button to hang down from that object. While hanging, the Grip Gauge is displayed. When the gauge reaches zero, Snake will run out of strength and fall. Controls while hanging are as follows:

Left analog stick or L2 / R2 button. Move ← / →.

△ button. Return to the top of branch / inside of railing.

⊗ button. Let go and drop down.

L2 button + R2 button. Do a pull-up.

□ button. Aim the currently equipped weapon.

Using the Radio: During gameplay, press the **[SELECT]** button to use the radio. Radio conversations can be a good source of information and advice when unsure where to go next or after acquiring equipment.

Action Button: Press the △ button to make Snake perform a variety of actions when standing in front of certain objects or obstacles. Actions can include climbing ladders and vine covered trees, hopping over waist-high objects and opening / closing lockers.

Swimming: Snake can traverse watery areas by swimming. Press the ⊗ button to submerge. Tap the ⊗ or ○ buttons repeatedly to accelerate while underwater. Press the △ button to climb onto dry land or tap the △ button repeatedly to quickly surface.

Capturing Food: To replenish the Stamina Gauge, Snake must find and catch food. Plants and animals can be turned into food by attacking them with hand-to-hand attacks (using the ○ button) or weapon attacks (using the □ button). Rations collected can be viewed and eaten on the "FOOD" screen of the Survival Viewer. The type of food an animal produces while captured depends on what type of attack is used.

COMBAT

Engaging enemy soldiers in combat is dangerous and should be avoided whenever possible. However, there are situations in which combat is inevitable, such as when Snake must defeat enemy soldiers in order to escape or fight a boss.

Attacking with Weapons: Press the ■ button to use the currently equipped weapon.

Attacking in First Person View: Attacking in First Person View allows Snake to perform a variety of specialized actions, including the ability to target an enemy's vital spots, shoot down food in hard-to-reach places, or destroy enemy radios to prevent reinforcements. Hold the **R1** button down to go into First Person View, press and hold the ■ button to aim the weapon, then release the ■ button to fire. To lower the weapon without firing, release the ■ button slowly.

Hand-to-Hand Attacks: When equipped with certain weapons or bare handed, press the ● button to throw punches and other hand-to-hand attacks. Press the ● button repeatedly to create combo attacks.

CQC (CLOSE QUARTERS COMBAT)

CQC is a close quarters combat technique used in proximity encounters with the enemy. After grabbing and capturing a nearby enemy, Snake can execute a variety of maneuvers – dealing damage to enemies, using them as human shields, or interrogating them for info. Snake can only use CQ when he is unarmed or holding a weapon, such as the survival knife or a handgun, that leaves his right hand free to grab and pull the enemy toward him. Weapons that are compatible with CQ are designated with a "CQ" mark on the weapon icon.

Direct Throw: Press the ● button next to an enemy while simultaneously moving the left analog stick.

Grab: Press the ● button next to an enemy without moving the left analog stick.

Interrogate: Press down on the **[L3]** button while holding an enemy prisoner.

Shield: Press the ■ button while holding an enemy prisoner.

Throw after Capture: Press the ● button while simultaneously moving the left analog stick.

Slit Throat: Press the ● button while holding an enemy prisoner.

Choke / Snap Neck: Tap the ● button repeatedly while holding an enemy prisoner.

Drag: Move the left analog stick while holding an enemy prisoner.

ENEMY STATUS

Enemy soldiers have senses of sight and hearing. If they hear a noise or see something suspicious, they will leave their patrol route and investigate. They have a range of statuses, which are represented by a different mark above the soldier's head.

Normal Phase: Occurs when Snake has not been spotted by an enemy.

Alert Phase: Occurs when the enemy spots Snake. In Alert Phase, enemy soldiers will call their comrades on the radio and attack. To get out of Alert Phase, Snake must either escape from the enemy or defeat a certain number of them. Once the number in the Phase Gauge reaches zero, the game will switch to Evasion Phase.

Evasion Phase: Occurs when the enemy has lost sight of Snake and is actively searching the area for him. Once the number in the Phase Gauge reaches zero, the game will switch to Caution Phase.

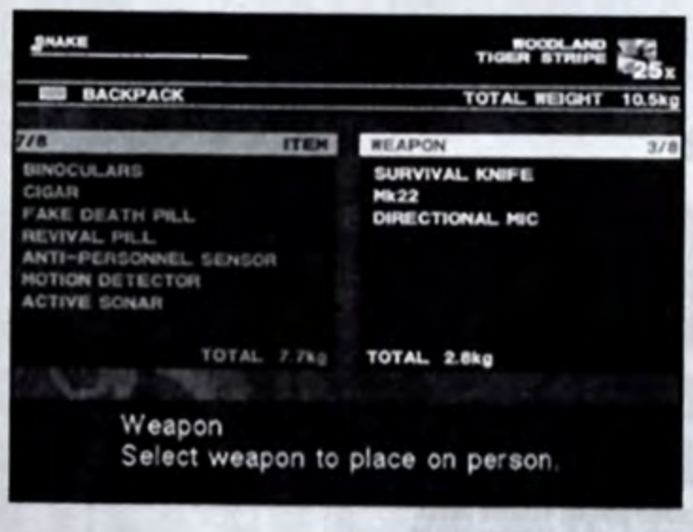
Caution Phase: In Caution Phase, enemy soldiers are more vigilant than usual. Once the number in the Phase Gauge reaches zero, the game will switch back to Normal Phase.

SURVIVAL VIEWER

Press the **[START]** button during gameplay to open the Survival Viewer. The Survival Viewer contains everything Snake needs to survive in the jungle. Use it to adjust settings, eat food, heal up, or view the map.

CAMOUFLAGE

See Camouflage, page 6, for more information.



BACKPACK

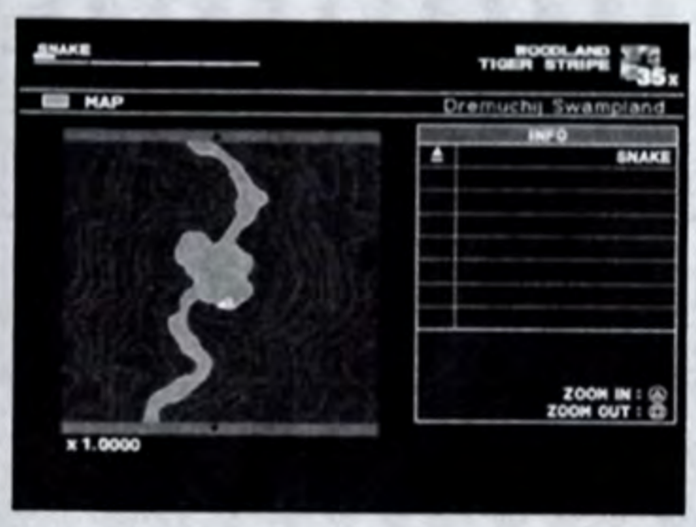
Use the Backpack to manage Snake's weapons and items. To ready or change a weapon or item, select the "WEAPON" or "ITEM" from the "BACKPACK," highlight, the weapon or item you want to add, then press the ◉ button. To put a weapon or item back in the backpack, choose the corresponding weapon or item and press the ◉ button.

FOOD

When the Stamina Gauge runs low, use the FOOD option to eat something. Choose the desired food items from the "FOOD" window and select "EAT" to consume it. The amount of stamina recovered depends on the type of food eaten. Some types of food will go bad over time.

CURE

If Snake is wounded, the maximum value of the LIFE Gauge will decrease unless the wound is treated. Use the "CURE" option to heal Snake if he is poisoned or wounded. There are two types of treatment, medical and surgical. Each has its own uses in treating different types of injuries. Press the **L2** button for medicinal treatment, which uses medicine to cure poison, etc. Press the **R2** button for surgical treatment, which treats exterior wounds, such as gunshots, etc.



MAP

Select "MAP" from the Survival Viewer to display a map of the area Snake is currently in. The map displays useful information that can help Snake during the missions. When the map is displayed, use the △ and □ buttons to zoom in and out and the left analog stick or directional buttons to change the map display position. If an arrow is displayed at the edge of the map, move the left analog stick in the direction of the arrow and press the ◉ button to switch to a map of the neighboring area. If there are multiple floors, use the **R1** and **R2** buttons to switch between them.

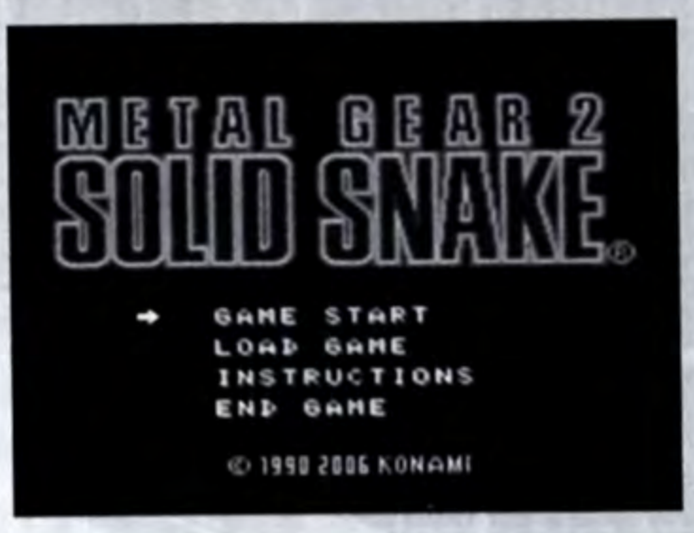
DISC 2: PERSISTENCE

Disc 2 features an all-new Online Mode, the return of Snake Vs Monkey, and versions of the original Metal Gear and Metal Gear 2 Solid Snake – the games that started it all!

STARTING THE GAME

At the Title Screen, press the **[START]** button to bring up the Title Menu. Move the left analog stick or directional buttons up and down to highlight menu items and press the ◉ button to confirm your choice.

ONLINE MODE: Go online and test your sneaking and combat skills against the best players around.



SNAKE VS MONKEY: Play a special monkey-catching game where you control Snake as he tries to catch all the monkeys in each stage.
Note: This mode contains no scenes of graphic violence or gore and is suitable for all ages to play.

METAL GEAR: Play the original MSX console version of the first Metal Gear, released in Japan in 1987.

METAL GEAR 2 SOLID SNAKE: Play the original MSX console version of the sequel to Metal Gear, released in Japan in 1990.

OPTIONS: Change various game settings.
Note: Upon starting or resetting the console, Game Disc 2 will check the memory card (8MB)(for PlayStation®2) for single player game data. If the single player game has been completed, additional content will be unlocked in Game Disc 2. In order to have a different memory card (8MB)(for PlayStation®2) accessed after Game Disc 2 has already started, you must insert the memory card (8MB)(for PlayStation®2) and then restart or reset the console.

ONLINE MODE

First Time: Select this option if you are playing the Online Mode for the first time.
Play with Same Settings: Select this option to use the settings you've already created from the last time you played online.
Using Detailed Settings: Play using detailed settings by configuring your Network and Account settings before starting the game.

Note: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network start-up application for another online PlayStation®2 game and have the memory card (8MB)(for PlayStation®2) containing that configuration in your PlayStation®2 console, skip the next section and review the remaining sections.
Before you can play **Metal Gear Solid® 3 Subsistence™** online, you must have a valid network configuration saved to a memory card (8MB) (PlayStation®2). If you have already created and saved a network configuration using the PlayStation®2 Network Adaptor Start-Up Disc, you are good to go. If not, you can use the Network Configuration application on your **Metal Gear Solid® 3 Subsistence™** disc.

Note: For more detailed information on creating a Network Configuration, see the PlayStation®2 Network Adaptor Start-Up Disc Instruction Manual.

Note: If a user sets the UPSTREAM BANDWIDTH higher than their actual bandwidth, and the user hosts a game, all the users in the game will experience severe latency issues during gameplay.

CREATING A NETWORK CONFIGURATION

To create a Network Configuration using the application on Metal Gear Solid® 3 Subsistence™, have your Internet Settings ready for reference and follow the steps below:

1. Make sure a memory card (8MB) (PlayStation®2) is inserted into a MEMORY CARD slot on your PlayStation®2 console.

2. "On the Main Menu," select ONLINE MODE. If no suitable network configuration is saved to your memory card (8MB) (for PlayStation®2), highlight PLAY USING DETAILED SETTINGS, choose NETWORK SETTINGS from the next menu, "EDIT YOUR NETWORK CONFIGURATION FILE" from the menu after that, and then press ◉ to launch the Network Configuration Utility.

3. Select Add Setting, and select MEMORY CARD slot 1 or 2.

- Press the directional button ⬆ / ⬇ to highlight a menu option and ➡ to accept settings and advance to the next screen.
- If you change your mind about a setting, press the directional button ⬅ to return to the previous screen or the ⊗ button to return to the Network Configuration main menu.

4. On the Hardware Settings screen, select SCE/Ethernet (Network Adaptor).

- Press △ to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to Auto-Detect unless you are sure of a different setting.

5. Select OK at the Prompt and proceed with entering settings. Are a User ID and Password required to connect to the internet through your ISP (Internet Service Provider)? Select Required or Not Required. If required, enter the User ID and Password. Note: Some ISPs require a username and password for e-mail, but allow you to connect to the internet without them.

6. Set the IP Address if needed.

- The usual setting is Auto and you are not required to enter an IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press △ to open the Advanced Settings and enter thehost name. If your ISP requires a "static IP address", select Manual and enter the IP Address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.

7. Set the DNS Address if needed. The usual setting is Auto and you are not required to enter the IP Address of the Domain Name Server. If required, select Manual and enter primary and secondary addresses.

8. After all your settings are complete, you will be prompted to a "Start Connection Test". After successfully completing the connection test, select OK.

9. You are almost finished. On the Name the Setting screen, press the ◉ button to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the ➡ directional button and press the ◉ button to save your new setting with the default name. Select the ⊗ button to exit the Network Configuration Utility.

GET CONNECTED TO METAL GEAR SOLID® 3 SUBSISTENCE™

Use of the online portion of this game is subject to the terms and conditions under the DNAS End User License Agreement located within the game. A full copy of the User Agreement is available at: http://www.us.playstation.com/DNAS.

1. On the Title Menu select "ONLINE MODE" and press the ◉ button to continue. If you have a saved network configuration on a memory card (8MB)(for PlayStation®2), the Start Menu Screen will be displayed. If you do not have a network configuration, you will be asked if you would like to create one now.

2. At the Start Menu, select FIRST TIME and press the ◉ button to continue to the "DNAS" End User License Agreement. Please read the User Agreement, then highlight AGREE and press the ◉ button if you agree to the terms.

3. Select your saved network configuration to connect to the network. Once you're connected online, please read the Online Mode Terms of Use Agreement, then highlight AGREE and press the ◉ button to if you agree to them.

Note: You must agree to both the terms of the User Agreement and the Online Mode Terms of Use Agreement to connect to **Metal Gear Solid® 3 Subsistence™.**

4. At the Create New Account Screen, create an ACCOUNT ID, PASSWORD and PLAYER NAME. Confirm your password, then highlight SAVE PASSWORD and choose SAVE or NOT SAVE with the left analog stick or directional buttons ⬅ and ➡. Selecting SAVE will save your password to the memory card (8MB)(for PlayStation®2). This is highly recommended. Select OK to save your settings and continue to the Lobby Screen.

Note: Passwords must be between 6 and 12 characters long. Be sure to write down or remember your password. Lost passwords cannot be retrieved by Konami Consumer Services.

5. If the player name you have selected is available, you will be prompted to register the account. Press the ◉ button to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.

6. At the Lobby Screen, highlight a Lobby to connect to and press the ◉ button to join and be taken to the Lobby Menu. Select QUICK JOIN to select a rule type and quickly get into an available game or select JOIN GAME from an available host list.

7. If you choose QUICK JOIN, you will be able to select from a set of mission rule types. Use the left analog stick or directional buttons ⬅ and ➡ to select the game rules, then highlight OK and press the ◉ button to join the game. If you receive notification that there are currently no available games with the specified rules, press the ⊗ button to back out and select another.

8. If you choose JOIN GAME, you will be taken to the Join Game Screen where you can select an available game to join from a list of games that are currently being hosted. Use the left analog stick or directional buttons ⬅ and ➡ to select a game set up to your liking, press ◉ to confirm your choice, then highlight JOIN GAME and press the ◉ button to join the game and be taken to the Staging Area where you can select your team and weapon load-out before entering the battlefield. When you're ready to play, press the ◉ button.

LOBBY MENU

Use the left analog stick or directional buttons ⬆ and ⬇ to highlight your selections, then press the ◉ button to confirm. Relevant "ONLINE NEWS" will be displayed in the box at the bottom of the screen to keep you up to date on the latest news and events on the server.

Quick Join: Select the game rules and then automatically join a game.

Join Game: Choose a game you want to join from the host list.

Create Game: Create and host a game yourself.

Personal Data: Check your battle record, your friend list, and your blacklist.

Player Ranking: Displays the ranking list.

Online Game Options: Change your in-game controls and display settings.

JOIN GAME

1. The host list will be displayed. Decide for yourself which host's game you want to join, then press the ◉ button.

2. The host menu will be displayed. Move the left analog stick or directional buttons ⬆ and ⬇ and press the ◉ button to confirm your choice.

CONVENIENT HOST LIST FUNCTIONS

By pressing the **[START]** button on the Host List Screen, you can call up a quick menu to perform a more efficient search of the host list.

Filter Host List: Set host list display restrictions

Sort Host List: Set the order in which hosts in the list are displayed.

Player Search: Search all currently connected players in all Lobbies.

Friend Search: Search all currently connected friends in all Lobbies.

FRIEND LIST / BLACKLIST

You can put your friends and players you are interested in on your "FRIEND LIST." At the same time, you can put players you don't like on your "BLACKLIST." Players who appear on your friend list or blacklist will have a mark by their name on your account list, making it easier to identify them among other players. When viewing the host list display, you will see marks based on whether there are currently players in your friend list or blacklist in the game.

DISC 2: PERSISTENCE - LOBBY MENU

CREATING A GAME

Host your own channel and create your own game.

1. When you first become a host, you will be asked to enter basic information about your game.
Host Name: Enter name for your host. The default will be your account name.
Password Lock: If you want to limit the players who can join your game, set a password here. This will make it so that only people who know the password can join the game.

Comment: Enter information that other players might need to know here.
2. Set your play rules and map number at the Set Rules/Map List. Select the item you'd like to edit, then select the rule set or map. Once you've entered your data, the next set of choices will be displayed.
Edit Parameter: Edit the selected round. Choose the rules and the map.
Add Parameter: Add a new round at the selected spot in the queue.
Remove Parameter: Remove a round from the queue.

3. Set detailed game rules in the "CREATE GAMES " menu.
General Items:
Host Only: As a host, you run the game, but if you don't want to join it as a player, set this item to "ON." If not, set it to "OFF."
Voice Chat: Sets whether or not the USB headset can be used to chat.

PERSONAL DATA / PLAYER RANKING

PERSONAL DATA

Data for each of your accounts: your battle record, your friend list, your blacklist, and your server settings are listed here. You can delete entries in your friend/blacklist from the menu here as well.

PLAYER RANKING

Shows your current ranking. There are two kinds of rankings.
Score Rankings: Catalogues your average ranking based on scores you've acquired during play. You can view this as all rules overall, or separately. You can also divide them into the groupings "OVERALL" and "THIS WEEK." by pressing the **[START]** button.
VS. Rating Rankings: The amount by which this ranking goes up or down depends on the level of the players you were facing.

ONLINE GAME SCREEN LAYOUT

LIFE Gauge: When your life gauge reaches 0, you die.

Stamina Gauge: When your stamina gauge reaches 0, you become exhausted.

Equipped Weapon: Displays the weapon you have currently equipped.

Equipment: Displays the equipment you have currently equipped.

Round Time: Displays the time remaining in the round

Radar: A radar that displays the location and directions of your targets, goals, and team members.

Information Log: Displays important information including communication through keyboard chat, kill count, etc.

Ticket #s: While using Team Deathmatch Rules, this displays how many tickets each team has remaining for the round.

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a KONAMI INSIDER

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METAL GEAR ACID®2

AVAILABLE NOW

PlayStation.Portable

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MATURE 17+

Blood
Sexual Themes
Violence

ESRB CONTENT RATING www.esrb.org